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# STAR WARS INSIDER ONLINE SUPPLEMENT

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## The Story of General Grievous: Lord of War

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By Abel G. Peña; illustrations by Joe Corroney

Despite pride, deadliness and a burgeoning racial intolerance, Grievous was at one time a noble figure. However, the Huk War that raged unabated throughout his life gutted what was left of his empathy, and caused him to adopt a savagery rivaling Xim the Despot, Zakrinand Minus, and other barbarous warlords of the ancient past. In the ferocious retaliation against the insectoid Huk enemy, [General Grievous](#) became Kalee's greatest champion... and an animal. And like one, Grievous was struck down, unknowingly betrayed by his so-called ally [San Hill](#). Only he didn't die. Instead, he was transformed into a machine. At last his appearance matched the stone quality of his heart.

If Grievous was a ruthless military commander before, as a cyborg he became genuinely soulless. As the supreme commander of the armies of the [Confederacy of Independent Systems](#), Grievous sought out the clever and courageous from his biological subordinates with cold-blooded efficiency. Grievous always felt a foundation of cunning and bravery in his soldiers was the prerequisite for winning any war. Thus he inspired fear in fools and allegiance in the intelligent. Spineless [Neimoidian](#) subordinates aboard the *Invisible Hand*, [Grievous' flagship](#) and base of operations, did not keep their skulls intact for long in the general's presence. They could be thankful that the Separatist general's attentions were more often focused on an army of equally soulless soldiers to command.



## Grievous' Droid Army

When General Grievous accepted [InterGalactic Banking Clan](#) Chairman San Hill's offer to join the Separatist cause, true to Hill's words, Grievous inherited the largest droid army the galaxy had ever known. With several quintillions of droids by the close of the Clone Wars, the number of robotic troops at his disposal played out in Grievous' imagination like a barely fathomable string of trinary code. Certainly, more than a billion of these [battle droids](#) were [vulture droids](#) and tri-fighters, spacebound and largely consigned to the Confederacy navy. But without even including biological conscripts and militias from Confederacy worlds (including the insuperable Mandalorian Protectors who ravaged the [Kamino cloning facilities](#) ), that still left *billions* of mechanized infantry, [tank droids](#), [hailfire droids](#) and other monstrous Separatist automata to oppose the Republic's ground forces.

Grievous was not only an unsympathetic being, but also pragmatic. The general would never have worried about Separatist casualties even if his troops were actually *alive* -- they were not Kaleesh, after all -- unless their extermination impaired his ability to wage war. But with the Separatists' coffers overflowing with the booty of the megacorporations responsible for the commerce of a galaxy, Grievous found himself hardly ever having to consider logistics. Though a master strategist, Grievous adapted his tactics to his reality accordingly, throwing battle droids at his enemy like spent and worthless rifle shells at token crabs back on Kalee's shores. In the Battle of [Coruscant](#) alone, hundreds of millions of battle droids saw action on the ground and in space. Few occasions truly called for the full dexterity of Grievous' hybrid reptilian/mechanical intelligence after the Huk Wars, but when he used it, such as in his orchestrated release of the Loedorvian Brain Plague that murdered tens of thousands in a single stroke, or his invasions of the Core Worlds, the effects were devastating.

Faced with such numerical opposition, the Republic had little choice but to recruit massive numbers of able-bodied men and women from the civilian population to augment the clone army. Some Republic commanders boosted morale by calling the cyborg general's tactics wasteful, and the general himself either fearful or overconfident. The truth behind these accusations by Republic loyalists was far simpler: they were gravely concerned about a relentless enemy commander in control of a military force that was logistically and symbolically infinite.

What follows is a look at the allies, weapons and warcraft that turned General Grievous from a Kaleesh hero into a cyborg lord of worlds and war.

## COMRADES

### Ronderu Iij Kummar

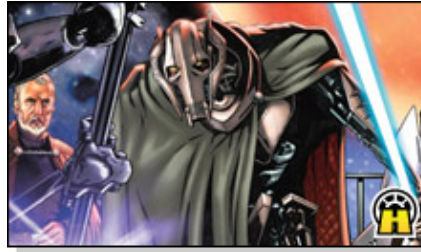
Little is known about the gypsy sellsword Ronderu that was Grievous' closest companion during the Huk War. Some question whether she actually ever existed. Known as the *Kummar*, or the Incubus, knowledge of her origin and relationship to Grievous largely rests on speculation. She's believed to hail from the icy mass Grendaju at the southern extreme of Kalee, the last lands the karabbac are still known to roam.

Ronderu was an adept swordswoman. Before joining Grievous' cause against the Huk, she was hiring her skills to rival Kaleesh tribe chieftains. She herself claimed no tribe but insisted on her unmediated descent from the ancient gods. As dead ancestors are believed to become gods in Kaleesh culture, many interpreted her words to mean that her tribe and family had been killed; some didn't doubt those deaths might have been dealt by Ronderu's own hand.

Legend has it the origin of Grievous' relationship with Ronderu began in a dream, in which Grievous saw himself, armed with Lig swords, slaying a wild mumuu beast in the Kunbal jungle. Struck by the vision, Grievous set out to fulfill it. But when he arrived in the jungle, the error of his interpretation became clear: there was no mumuu to slay here, though he himself was wearing his traditional mumuu hunting mask. And the slayer he'd seen in his dream was *not* himself, but the wild Kaleesh woman that now stood

before him, bearing a karabbac mask and twin Lig swords.

Grievous and Ronderu are thus considered the living manifestations of the cryptic parable *Sheelal*, or *The Dreamer/The Dreamt One*.



### The *Izvoshra* Khans (Grievous' Elite)

Hunters, criminals, and jingoistic militants made up the ranks of the finest Kaleesh soldiers of the Huk Wars. Named by Grievous the *Izvoshra*, or simply "my elite," they numbered no more than eight, a sacred number in Kaleesh religion. While they were referred to as Grievous' bodyguards, they were also the best fighters in the *kolkpravis* -- the Kaleesh fighting force -- and had a much larger role than simply the general's guardsmen. Each of the elite was a khan in charge of his or her own brigade of Kaleesh soldiers, and coordinated attacks and

counterstrikes on numerous Huk worlds. Singled out by Grievous for their cunning, fighting proficiency, and emotional devotion to Kalee, they wore headwraps and adopted capes with mumuu markings as a sign of their loyalty to their master and commander.

The backgrounds of the Kaleesh elite were varied. Though the *Izvoshra* was not created until after Grievous' pilgrimage to Abesmi, some of the elite had been fighting alongside him for years. Among the khans was a member of the race of hunters to which Ronderu was thought to belong, whom Grievous found after he was shipwrecked on Grendaju following his spiritual journey; another had been Grievous' revolutionary counterpart on the other side of the planet, and one had been part of the infamous Muja Bandits who had once desecrated sacred Kalee temples. Grievous' obsession with liberating Kalee from Huk occupancy united them all.

Most if not all the khans perished aboard Grievous' shuttle, *The Martyr*, when sabotage by San Hill caused it to explode and crash into the ocean. However, the Confederacy of Independent Systems had prepared for the event: substitute *Izvoshra*, this time class-four combat droids, had already been churned out to execute the role of the general's personal bodyguards.

Funded by the InterGalactic Banking Clan and produced in even more limited quantities than the lethal Battle Legionnaire droid, these new robotic soldiers were called IG-100 [MagnaGuards](#). With advanced heuristic programming, this breed of battle droid was unparalleled in melee fighting, capable of learning quickly via direct combat experience. Unfortunately, Grievous quickly realized that no matter how sophisticated, these automatons were incapable of replacing the counsel and tactical savvy his original Kaleesh elite had earned in decades of warfare. He satisfied himself with merely training them to be unrivaled killing machines. Though Grievous wrapped the droids in traditional headwraps and cloaks like those of his khans, it's uncertain whether he intended this as a tribute to his original elite or as a form of mockery.

The fates of the MagnaGuards were various. IG-138 and IG-109 were cut to pieces by Grievous himself during [Count Dooku's](#) [lightsaber](#) instruction. [Jedi Knights](#) later terminated several others during the abduction and rescue of Chancellor [Palpatine](#), including IG-101. Some MagnaGuards were reunited with IG kin: IG-153 and 182 became the loyal bodyguards of Grand Moff For-Atessee, while the bounty hunter IG-72 captured another pair for the secretive Imperial N-K "Necrosis" experiment. Lastly, IG-179 was the Iron Knight Luxum's chief lieutenant in her vendetta against the droid-hating [Yuuzhan Vong](#).

### N-K Necrosis

When [Obi-Wan Kenobi](#) disintegrated Grievous' remaining biological parts with the cyborg's own [blaster](#), the planet [Utapau](#) became the general's final resting place. Final, that is, until his metal carcass was

exhumed in the name of science. In Grievous' dead droid body, there began the lifeless existence of N-K Necrosis.

After the implementation of Order 66, Imperial [clone troopers](#) were ordered to recover Grievous' inanimate corpse. Largely intact but devoid of the brain tissue that made it conscious, Grievous' body joined the general's starfighter in storage in one of the Emperor's secret storehouses on Utapau. Years later, the cyberneticist Nycolai Kinesworthy was hired by [the Empire](#) to advance combat droid technologies. Calling his experiment the "N-K" project (an acronym derived from his own name), Dr. Kinesworthy set up shop in the Myyydril Caverns of [Kashyyyk](#) under the watchful eye of the psychotic darksider Merili, the world's Imperial guardian. In his lab, Kinesworthy made considerable breakthroughs in advancing heuristic programming in combat automata, but was stymied when his experiments had to move considerably beyond the theoretical stage. Kinesworthy notified Merili of his dilemma, and she quickly enlisted the aid of Treun Lorn, an unconventional scientist and total lunatic.

Lorn developed a psychosis fixated on death. He traveled all over the galaxy in his research of the concept, fascinated by the countless incarnations of deities of death in so many cultures. Along the way, Lorn also became familiar with some of the seedier methods of acquiring test subjects for his increasingly macabre experiments. After Lorn hired the assassin droid IG-72 to capture a pair of MagnaGuards for Kinesworthy's research, Merili led the two scientists to the secret storehouse on Utapau where they obtained Grievous' body to host Kinesworthy's experimental droid brain.

Lorn dubbed the new test subject N-K Necrosis, and the project continued on Kashyyyk. Kinesworthy used the captured MagnaGuards, now dubbed NK-3s, to train the new droid intelligence occupying Grievous' reanimated corpse in the very lightsaber forms in which the Separatist general had instructed them. Necrosis' weapon of choice was a carmine double-bladed lightsaber that once belonged to the [Sith](#) Lord, Darth Zannah. The weapon, stored aboard Grievous' personal starfighter with some of his earliest lightsaber trophies, originally came into the ownership of the cyborg after murdering a dark Jedi possessing it, either on the toxic world Dica or the burial planet Necropolis. The weapon was said to contain Bane's Heart, an alchemically-treated [Sith lightsaber](#) crystal given to Zannah by her Sith Master. Along with the blade and the starfighter, Necrosis also inherited Grievous' modified Blastech DT-57 blaster (refurbished and dubbed the Grievance Striker) and carried an [Utapau](#) Nightblade.

Thanks to Kinesworthy's sophisticated heuristic programming, N-K Necrosis emerged every bit the competent killer that his precursor had been. *Even better*, Kinesworthy reassured the droid. Necrosis gained not only considerable fighting prowess, but also an abnormal, almost human, penchant for analysis. Necrosis pondered whether he was truly superior to Grievous and not just a shell of the man. Who in fact was Grievous? Necrosis extracted the answers from his creator piecemeal, and found itself feeling something akin to envy for the living intelligence that once dwelled in its body. But the knowledge also brought on a sense of satisfaction. *Am I*, Necrosis wondered, *more in fact than just a droid? Am I alive, and perhaps ...even the reincarnation of Grievous?*

Ultimately, such theoretical musings by the droid were short-lived. A motley band of spacers invaded the Myyydril Caverns and destroyed Necrosis and his NK-3 guards. The avaricious posse looted the droid, stealing his blaster, Bane's Heart, and even dismantling Necrosis for its valuable components. Even the droid's armorplast mask was stripped from its skull and sold on the Invisible Market, supposedly purchased by a high-ranking Imperial admiral as a Kaleesh work of art.

## A WARLORD'S WEAPONS

### Czerka Outland Rifle

Czerka, the third largest arms manufacturer in the galaxy, is well known as the leading maker of projectile-launching firearms, commonly called slugthrowers. Though rare in this "civilized" age of blasters and





[superlasers](#), slugthrowers are popular among sanguine criminals, snipers, and assassins. They are also common among the poor populations of backwater planets like [Tatooine](#) and Kalee.

The Czerka Outland Rifle is a sturdy killing device, reliable and easy to disassemble for storage and maintenance. Like all slugthrowers, a chemical explosion in the rifle kicks out metal slugs at supersonic velocities. The Outland Rifle can carry eight of these cartridges in its magazine. With a maximum range of 1,500 meters, optimal range of 700, and equipped with removable NightMight 4NS scope and retractable mono- and bipod, the rifle's purpose is indisputable -- long distance killing. Militants of the Kaleesh *kolkpravis* joked that the weapons were in fact designed to keep outlanders far away from Kalee.



The weapon had an unlikely introduction into Kalee culture, surreptitiously provided to the Kaleesh decades prior to the Huk Wars during a delicate political affair. Republic relations with Guiteica, the homeworld of the Bitthævrians, had been strained for a number of years when a Republic-backed soldier (intending to depose Guiteica's leader and declare total allegiance to the Republic) failed in his coup. This resulted in the rebellion of the Bitthævrians against all Republic representation in the Kadok Regions. Kalee unfortunately bordered Bitthævrian space. Corrupt Republic officials, wanting to keep the incident quiet, tricked the Kaleesh into doing their dirty work, convincing them that their planet was in peril. Republic agents secretly armed and trained several Kaleesh tribes in order to fight back the Bitthævrian militia known as the m'Yalfor'ac Order, while the Jedi Council sent a contingent of Jedi Knights to fight alongside the Kaleesh. Kalee's was never truly in danger, but nonetheless, the Bitthævrian threat was contained.

The Outland Rifle Grievous owned was passed down from his great-grandmother, who fought against the Bitthævrian advance. Grievous' comrade Ronderu often served as his spotter and vice-versa while taking out targets during the Huk War. The family heirloom was either lost or destroyed when the Separatists sabotaged Grievous' ship.

### Lig Sword

Named after a tribe celebrated for its tradition of producing some of Kalee's finest swordsmiths, Lig swords were once products of dedication and artistry, requiring a metallurgist to labor for days in order to produce a single blade. Beginning with a fine pointed tip, the sword's edge gradually splays out into a slight "belly" as it nears the pommel. Though blowguns and shoni spears were customarily used to hunt wild game, Lig swords came into prominence when mumuu-fighting became a popular spectator sport. In artistic displays, Kaleesh matadors use the Lig's pointed tip to penetrate the extremely hard backbone of the mumuu and pierce its two hearts, one sword for each organ.

During the Huk Wars, Ligs were churned out by the dozens a day. As practicality and technology has marched forward, the Kaleesh process of sword making has become less arduous. Modern forging techniques are unremarkable in comparison to those of other alien cultures but are nonetheless effective. The modern Lig is also very likely a finer weapon than its time-consuming predecessors. With the introduction of rare metals like scatrium and impervium from beyond Kalee, Lig production has matured, resulting in blades of superior durability and keenness.

### Shoni Spear

Shoni spears might more accurately be referred to as natural harpoons. They are harvested from the backwards-swimming shoni, a species of swordfish native to the waters of Kalee. At an average of 500 to 600 kilos in weight and four to five-and-a-half meters long, a third of the length of these massive sea creatures is their sharp, swordlike bills. The shoni use them as a means of skewering prey and for self-defense against larger ocean predators.

In the hands of the Kalee, the pointy and remarkably durable shoni snout was found to be perfect for piercing the thick hide of the mumuu. Never measuring more than two meters and slightly on the heavy side, shoni spears were used as thrusting weapons. This required the Kaleesh to engage the large, tusked creatures at close range (an art later refined into the sport of mumuu-fighting). For Kaleesh, the relationship between the shoni and mumuu has thus come to symbolize the contest between sea and land and struggle in general. Though the spears were historically favored for melee combat while warring with neighboring tribes, the Kaleesh were only too happy to discover the shoni's efficacy in cracking the carapaces of Kalee's Huk invaders.

Shoni meat is on the short list of edible sea food on Kalee -- much of the marine life on the planet is poisonous. Because only female shoni are typically large enough to have their snouts used as weapons, reckless harvesting over the generations has led to the endangerment of the species.

## WARCRAFT

### [Tsmeu-6 Personal Wheel Bike](#)

Originally conceived for civilian groups as varied as miners, loggers, mountain climbers, and farmers, it comes as only a slight surprise that the Tsmeu-6 wheel bike was converted by General Grievous into a personal armored combat vehicle.

Although it is classified as a uniwheel along with the 48 Roller (popular on mining worlds like [Tyne's Horky](#)), Grievous' Z-Gomot Ternbuell Guppat Co. wheel bike is more accurately termed a *bw*heel, its twin outer rotators sandwiching a central motor. Each of these durasteel wheels is studded with flexible metal teeth for increased traction and speed. For additional maneuverability and unpredictability, the vehicle also boasts four clawed limbs that can be used for traversing particularly tricky terrain, and to launch the vehicle into the air.

Grievous modified his wheel bike considerably. His first and most significant alteration involved upgrading the machine's toughness by adding armored plating to its circumference. Not particularly fond of companionship, Grievous also eliminated the vehicle's passenger seat as soon as he realized he could install a Golan Arms nd-53 double laser cannon in its place. He also did away with luxuries like acceleration straps and the padding of the driver seat, replacing them with magnetic panels to anchor down his metal torso.

The acquisition of Grievous' wheel bike came about with his desire to be able to lead his entire army, including the giant-wheeled Hailfire droids, in a full-frontal assault. The Battle of Parein II 4, a year into the Clone Wars, is the event believed to have seen Grievous' uniwheel first battle tested. The droid general led his robotic troops in a charge that crushed the Republic opposition led by Jedi Colonel Tyneir Renz and General Sannen.

So pleased was Grievous with his conveyance that he had several others fashioned for use by his closest MagnaGuard enforcers. A recharge cradle supplied power to this small squad of wheel bikes within his flagship, as well as aboard the *Unlimited Projection* core ship that served as a base on Utapau.

Grievous' wheel bike was ultimately shattered into hundreds of incongruent parts when it plunged over a cliff on Utapau as Obi-Wan and Grievous struggled aboard the vehicle for control.

### ***Soulless One* (Belbullab-22 Starfighter)**

Fast, durasteel, deadly, soulless. The description could easily be applied to Grievous, but these are in fact characteristics of his Belbullab-22 starfighter, the *Soulless One*. With the look of a pitchfork's head, the prong-shaped ship is as dangerous as its appearance implies.

Like himself, Grievous considers the craft a vision of the future of warfare. Among ships its size, the *Soulless One* is an absolute brute. Made by Feethan Ottraw Scalable Assemblies, the fighter measures a mere 6.71 meters. With two sets of triple rapid-fire laser cannons and two [ion drives](#), the Belbullab-22 blends the power and durability of a [Y-wing starfighter](#), double its size, with the speed of an Utapaun [P-38](#).

Because the Belbullab-22 was designed with a biological pilot in mind, the ship is also equipped with a life support system. Not only is the ship outfitted with an energy shield, but like a treated Lig sword, Grievous had his fighter coated in a thin layer of impervium. It was all that was necessary to render its durasteel hull invulnerable to breach except by the heaviest enemy fire. The tiny fighter also comes equipped with a powerful [hyperdrive](#).

After Obi-Wan defeated the Separatist general on the landing platform where his starfighter was docked, the Jedi Master used it to escape when his clone troopers turned against him. Aboard the *Soulless One*, Obi-Wan rendezvoused with the House of [Alderaan](#)'s consular ship, *Tantive IV*. The ship remained in the *Tantive IV*'s hold until Kenobi flew the fighter to [Nar Shaddaa](#) with his newborn passenger, [Luke Skywalker](#). Once there, Obi-Wan sold the ship in order to book himself and the infant Skywalker passage to Tatooine, and to provide credits to the child's new caretakers.

The *Soulless One* was eventually tracked down by a cyborg acquaintance of Obi-Wan's, an old enemy who anonymously reported the ship to the local Imperial authorities. The Belbullab-22 eventually made its way back to the Emperor's [Geonosis](#) storehouse along with Grievous' robotic cadaver, both destined to be recycled into the Imperial N-K project.

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